

Random Encounters

Part of the Pack - New Magic Spells and Items

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New Magic Spells and Items

Clevadoran has a new spell or two that he uses to protect the secrecy of his den. These spells were developed with the help of more powerful casters, and in the case of *greater trackless domain*, the other caster developed this extension of the original spell. These spells all deal with covering one's presence or signs of one's presence. He also has an item that allows him to benefit from one of the new spells.

Cloak of the Servant: This somewhat worn cloak is drab brown in appearance. It confers the effects of a *servant's guise* spell on the wearer.

Caster Level: 1st; **Prerequisites:** Craft Wondrous Item, *servant's guise*; **Market Price:** 2,000 gp; **Weight:** 1 lb.

Servant's Guise

Illusion (Glamer)

Level: Rgr 1, Sor/Wiz 0

Components: S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

Saving Throw: Will negates (see text)

Spell Resistance: Yes



Servant's guise allows you to subtly alter your clothing, weapons, and equipment, but not your form, features, or body type, in a manner that makes you unworthy of notice. You must choose the style of clothing and decide what your weapons and equipment look like or whether they appear at all. This spell does not alter the perceived tactile (touch) or audible (sound) properties of you or your equipment. A battleaxe made to look like a dagger or a sash still functions as a battleaxe. If you use this spell to create a disguise, you get a +5 bonus on the Disguise check.

Note: Creatures get Will saves to recognize the glamer as an illusion if they interact with it (such as by touching you and having that not match what they see, in the case of this spell.)

Greater Trackless Domain

Transmutation

Level: Drd 4, Rgr 3

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 200-ft.-radius spread

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

This spell, an improved version of *trackless domain*, affects a larger area and allows the caster to select which beings leave tracks in the domain, and which do not. The caster can select one creature, or one subtype of creature (for example, bears as a subtype of animals), per caster level. The selected creatures do not leave any trace in the trackless domain, and all other creatures leave normal signs of their passage. Thus, the caster can set up a trackless domain that allows him to track certain creatures, and not others. For example, if a caster was investigating an area where a lot of one type of animal, say wolves, lived, but wanted to find the elf bounty hunter hiding among them, the caster could set the area so that the elf's tracks remain, and other normal tracks for the area are excluded. It is also useful for hiding the passage of selected people, say a group of adventurers, while not eradicating all tracks in the area.

Obliterate Tracks

Transmutation

Level: Drd 2, Rgr 1

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: 100-ft.-radius spread

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell obliterates all tracks and signs of passage in the area of effect. Scents vanish, broken twigs are repaired, and the area looks as if no one has passed through it in at least a month. The effect is instantaneous, and subsequent signs of passage remain. The spell cannot eliminate the tracks of Huge or larger creatures. Further, it cannot repair anything more than tiny branches on plants; it is not a plant healing spell and does not cure wounds (hit points) suffered by plants.

Trackless Domain

Transmutation

Level: Drd 3, Rgr 2**Components:** V, S, DF**Casting Time:** 1 action**Range:** Close (25 ft. + 5 ft./2 levels)**Area:** 100-ft.-radius spread**Duration:** 24 hours**Saving Throw:** None**Spell Resistance:** No

This spell creates an area in which no creatures can be tracked. In effect, all creatures passing through the area are affected by a *pass without trace* spell. The trackless effect affects beings only within the area of effect of the spell; once subjects leave the area they can be tracked normally. For example, if a bear passed into the trackless domain, it would suddenly cease to leave tracks, scent, or any sign of passage. If the bear later left the area at a different point, tracks and scent would resume.

Bringing the Parts Together

Dungeon Masters may want to tie these spells into the campaign through Clevadoran, though it could be clever to allow a foe of Clevadoran's to utilize his own spells against him! Perhaps the PCs become involved in a territory dispute between Clevadoran and another druid. What side would the PCs take?

[Return to Main Page](#)
